

VIRTUOSO[®] SOFTWARE

DESKTOP **PERFORMANCE STUDIO[™]**

USER'S

GUIDE

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PART ONE

Introduction:

Desk Top Performance Studio is a music, graphic and text animation tool and operating language designed to give you the creative flexibility to make, save and telecommunicate shows, and to improvise and perform live with your Atari. You can create graphic shapes, graphic animations, music shapes, music animations, music controllers for graphic animations, multiple levels of speed control for interactive music and graphics, and text, and color regions with the interconnected editors.

There are two primary editors: the Show Editor and the Live Performance Editor. The Show Editor is used to assemble shows from the contents of the shape, animation and object libraries. The Live Performance Editor turns your computer into a music, graphic, and text performance instrument with a sophisticated control menu that lets you improvise with all the libraries.

Desk Top Performance Studio's library system requires you to save shapes and animations independently and then combine them to make objects. There are shape, animation and object libraries, as well as separate speed, linker, region and palette libraries. Desk Top Performance Studio automatically links the editors and libraries, so you can concentrate on creativity.

S + A = O

SHAPE + ANIMATION = OBJECT

The combination of shape and animation is Object. This equation and its application in Desk Top Performance Studio is the basis for understanding the flow of libraries and editors.

A Shape is the basic idea to which dynamic motion is applied. In graphics a shape is the primary drawing; a box, line, or figure. In music a shape is a group of notes. A short note pattern can become the basis for an entire musical journey. Think of Beethoven's Fifth Symphony, 1st movement. The whole movement is based on one four note shape which Beethoven develops through a variety of orchestral animations.

Shapes must be saved in the shape libraries (SHPLIB) of the editor in which they were created. Once a shape has been saved it can be taken to an animation editor. Animation is a dynamic motion pattern that is applied to a shape. The graphic animators are Path, Scale and Rotation. In Music the animators are Shift (transposition), and Volume. Additionally, you can enhance note shapes through Key and Envelope patterns, which technically are not animators since they are not dynamic. Animations must be saved in the animation editor in which they were created. Once an animation has been saved it can be taken to another animator or to an object editor.

There are three categories of libraries: Shape, Animation and Object. To make an object: apply a dynamic animation to a static shape and save the combined shape and animation in the object library (OBJLIB). The graphic and music editors access all the shape, animation and object libraries.

See pages 37 - 38 of the TR Manual for a description of the Shape, Animation and Object Libraries.

Desk Top Performance Studio handles music and graphic shapes differently. Music shapes are dynamic; notes are heard as they are drawn. Music note shapes can be inserted into a show or performance. Graphic shapes are not dynamic and require animation before they can be inserted into a show or performance, unless they are used as backgrounds.

Any graphic shape can be used as a background. When inserting graphic shapes into a show or performance as backgrounds use the BACK U/F commands (Background Unfilled / Filled).

SPEED

Traditionally, the speed of music is thought of as tempo (rate) and beat (organization). There is a tendency to organize the performance of note shapes into melodic, rhythmic and harmonic details that effect us in a rhythmically ordered manner. In most classical music, changes of tempo-speed are infrequent; there is no concept of parallel speeds. We have become, since the development of the tempered note concept, vertically conscious of harmonic relationships. Composers use melodic and rhythmic ideas to reinforce our notion of "harmony."

Desk Top Performance Studio introduces the concept of multiple speed routines. Each animation can have its own flexible speed pattern. Further, a speed pattern includes its own multiple loop/speed/increment settings. Objects can execute their animations in programmable speeds.

There is one Speed Editor and one Speed Library for the entire system. Any speed pattern can be applied to the animation of any object. Speed patterns can be used to control graphic path, scale or rotation and music shift and volume. Multiple speed patterning provides a new level sophistication for graphic and music performance synchronization in both the Live and Show editors. Once you have created a speed pattern library, any speed settings can be applied to any animations.

You can have: 11 graphic objects each with its own independently controlled path, scale and rotation animation and each with its own speed animation; 4 independent voices of music each with their own multiple speed shift and volume animations; and at the same time you can include up to 4 text objects each with their own speed scrolling animations.

Explore the possibilities of floating speed patterning. The interrelated libraries of music and graphics can be applied to each other to develop dynamic perspectives on the interactions of speed, sound and graphic motion. Each improvisation is a new reality of motion. Any viewpoint on the "time-speed" relationships of sound and graphic motion is possible.

This system is a new operating language for the control of computer generated sound and graphics. It is a tool for dynamic performance creativity. Using the Live Performance Editor you can experiment with libraries of shapes, animations, object and speeds in "real-time".

Applying layered speed patterns to the transposition, volume and note libraries of four music voices is new intellectual and musical experience. Use the Linker animation libraries to design a dynamic graphic notation system. Links let you determine which music animators control graphic motion. The nature of reality is motion. The reality of motion is speed.

See pages 29 - 32 of the TR Manual for a discussion of the Speed Editor.

LINKER

Any animation can be applied to any object in its category (music or graphic). The Music Editor lets you create music in a traditional notation system. Once you have made libraries of note shapes, animations and objects and combined them in the Show or Live Performance editors the traditional notation system becomes inadequate. It can't provide sufficient perspective on the resulting activity.

Desk Top Performance Studio has a Linker Editor that lets you set the parameters through which the animation of graphic path, scale and rotation animations are controlled by the shift and volume animations of the music. By using Links to control graphic animation you can design a dynamic graphic language to view your music; one that gives you the information and perspective needed to develop new music and new ideas.

Getting Started:

Desk Top Performance Studio operates on Atari 800XL, 65XE, or 130XE computer. We recommend that the computer be connected to a color monitor or color television, and a modem. The software requires a disk drive. A joystick, Koala Pad, Atari Touch Tablet or Suncom Animation Station Tablet is also recommended.

For better sound quality, connect your computer to a stereo system. Use a cable from your Atari's monitor output jack to your audio system's auxiliary input jack.

With the power off, make sure your joystick, Koala Pad or Atari Touch Tablet or Suncom Animation Station is plugged into Atari Port 1.

Take out two blank disks. Use the Atari's disk copy software (DOS) to format both of them. Make a copy of the Desk Top Performance Studio master disk onto one of the blank disks and copy the demo shows on side 2 of the master disk to the other blank disk. When the copies are completed, place your master disk in a safe location. The newly copied master disk is your working copy, the other is a storage disk for your shows and also contains several Demo shows. It is possible to erase the Demo shows by using the same name as we used over again when saving you own shows. Should either disk be damaged, make a new copies from the master disk. You can save up to 12 shows and performances to this disk. When the disk is full, format another storage disk using Desk Top Performance Studio's format commands.

Turn your computer off and wait a few seconds. Insert your copy of the master disk into the drive. Turn the computer on. The Desk Top Performance Studio title screen appears. After

the loading of the master program is complete, the system Configuration screen appears.

Three important terms:

Trigger	Trigger designates the action required to execute a command, toggle an icon, and make a selection from a menu.
Pad Button	Pad Button is used to raise or lower a menu.
Select	Select means move the cursor over the desired command and press the trigger.

To Configure Your Computer for Desk Top Performance Studio:

1. To Load the Desk Top Performance Studio disk with side 1 (with the label) facing up. Turn on your Atari.
2. After the loading process is complete (30 seconds for 65XE and 800XL, 90 seconds for 130XE), the system configuration screen appears.
3. To move the cursor arrow around the Configuration menu, you must use the four arrow-cursor keys and the Return key on your Atari keyboard. Configure the system for the input device you are using by moving the cursor over the appropriate command and pressing return.
4. Atari Touch Tablet:
Use the keyboard arrow-cursor keys to move the cursor over Atari Touch Tablet, press Return.
Once Atari Touch Tablet has been selected, use either pad button to raise the menu. Move the stylus on the tablet and notice that the cursor moves on the screen, use the drawing stylus to move the cursor to make the remaining configuration selections.
Move the pen so that the cursor rests on top of the next option you wish to select. With the pen held in place, press the red button on the drawing pen (stylus).
The red button on the stylus is the trigger.
Menu screens can be made to raise or lower by pressing either pad button on the tablet or by pressing the keyboard space bar.
5. Koala Pad:
Use the keyboard arrow-cursor keys to move the cursor over Koala Pad, press Return.
Once Koala Pad has been selected, use the drawing stylus to move the cursor.
Move the stylus on the Koala Pad and notice that the cursor moves. Move the stylus so that the cursor rests on top of the next option you wish to select. With the stylus held firmly in place, press the left-side button on the pad. This executes your selection.
The left-side button is the trigger.
Menu screens can be made to raise or lower by pressing the right-side button on the pad or the computer's space bar.
The right-side button is the pad button.
6. Joystick:
Use the keyboard arrow-cursor keys to move the cursor over Joystick, press Return.
Once Joystick has been selected, you can use it to control the movement of the cursor.
Move the joystick so that the cursor rests on top of the next option you want to select. Hold the joystick firmly in place and press either trigger button on the joystick. This executes your selection.
Menu screens can be made to raise or lower by pressing the computer keyboard space bar.
The space bar is the pad button.
7. Arrow-cursor keys on the computer keyboard:
Press the cursor keys and notice that a small arrow appears and moves on the screen. This is your cursor. Move the cursor so it rests over keyboard, press the RETURN key to execute your selection.
The RETURN key is the trigger. The Space Bar is the pad button. Menu screens can be made to appear and disappear by pressing the keyboard space bar.
8. Atari Touch Tablet with a broken stylus: (if the stylus red button does not function but the tablet continues to pass data to the computer).
Use the keyboard arrow-cursor keys to move the cursor over Atari Tablet No Stylus, press Return.

Once Atari Tablet No Stylus has been selected, use the drawing stylus to move the cursor. Move the pen so that the cursor rests on top of the option you want to select. With the pen held in place, press the right button on the tablet. This executes your selection.

The right side button of the Touch Tablet is the trigger.

Menu screens can be made to raise or lower by pressing either the left side button of the tablet or by pressing the keyboard space bar.

9. Suncom Animation Station:

Move the cursor over Suncom, press Return.

Once Suncom Pad has been selected, use the drawing stylus to move the cursor.

Move the stylus so that the cursor rests on top of the option you wish to select. With the stylus held firmly in place, press the lower button on either side of the pad. This executes your selection.

The lower button is the trigger.

Menu screens can be made to raise or lower by pressing the upper button on either side of the pad or the keyboard space bar.

The upper button is the pad button.

10. Data drive 1 2 3 4 is used to tell the program which drive contains the Desk Top Performance Studio master disk and which will contain storage disks. The Desk Top Performance Studio master disk must be in drive 1. If you have more than one disk drive connected to your computer. Select 2, 3, or 4 as the drive you want to use for storage.
11. Modem Configuration is used to tell the program which type of modem you are using. We have pre-configured Desk Top Performance Studio to most modem manufacturers specifications. Move the cursor over Hayes or Other, press the trigger.
12. Once the Configuration menu has the proper settings for your system, move the cursor over Save Settings, press the trigger. This saves your configuration setting to the master disk. The next time you boot up the program, the Configuration screen will not appear, and the Show Editor screen will come up automatically.
To change your settings use the Config command on the Show Editor.
If you do not save your settings and use the Exit to Show Editor command, your settings will remain active until you turn your computer off or change them.
13. Once the Configuration menu has the proper settings and has been saved (optional) move the cursor over Exit to Show Editor, press the trigger. This takes you to the Show Editor where you can load demos, create new shows and access all the editors and libraries.

To Load and Run DEMO ONE:

1. After Exit to Show Editor has been selected on the Configuration menu, the Show Editor appears.
2. To load the demo show: Select SHOW LIBRARY. Turn the disk over at the "Insert Data Disk" prompt. When the Show Library Menu appears, move the cursor over Load, press the trigger. Then select DEMO ONE (by moving the cursor over DEMO ONE and pressing the trigger). See page 15 of the TR Manual for an explanation of Show Library.
3. Once DEMO ONE is loaded, select Exit to Show Editor. Turn the disk over at the "Insert Master Disk" prompt.
4. When the Show Editor screen reappears, select RUN SHOW to see DEMO ONE.

The Show Editor

The Show Editor screen appears after you save your configuration settings (See 1- 12). In the Show Editor shapes, animations and objects of music, graphics, text, and backgrounds are assembled into a show. This menu also contains the commands that permit you to view your show from beginning to end or in two edit modes (Step Mode and Run Mode). All the Editors for making shapes, animations and objects are accessed from the Show Editor menu.

At the top of the Show Editor menu, under the Run, Live Performance, New and Stop commands are the GMTR/L (Graphic, Music Text, Region and Linker) time lines that display the position and time of each action you take in making a Show. The Delete Object, Delete Background, Stop Animation, Step Mode and Run Mode commands are beneath the time lines. The Library Area is used to bring selected Graphics, Music, Text, Region, Linker, and Speed shape, animation and object libraries to the Show Editor. The numeric Grid to the left of the Library Area is used to choose the shapes, animations and objects for insertion into the Show. When a shape, animation or object is stored in a library, its location is indicated by an inverted number. Each time you select a G,M,T,R, Speed or Link symbol; the shape, object, or animation library associated with that symbol is loaded into the Library Grids to the right of the symbols.

Below the Libraries and Library Grids is the Editor line which accesses the MUSIC, LINKER, GRAPHIC, TEXT and REGION editors. The SHOW LIBRARY command lets you load shows from and save shows to the disk.

The CLEAR command erases the contents of the time streams and the libraries. A prompt appears asking if you are sure, use the keyboard to type Y for Yes, N for No.

The CONFIG command takes you to the Configuration Editor.

The TELECOM command takes you to the Telecommunications Editors.

The four lines labeled, G, M, T, and R/L are time lines for the show.

G represents the Graphics time line. Each time a graphic shape, animation or object is added to or deleted from the show a marker appears on the G time line to indicate the time and position of that event.

M represents the music time line. A marker appears on the M time line each time a music shape, animation or object is inserted or deleted from the show.

T represents the Text time line. Stationary text and scrolling text can be inserted into shows. Every time text is added to or removed from the show a marker appears on the T time line.

The R time line tracks changes in the text and graphic color palette regions of the show screen. Regions are used to display graphics and text in multiple color palettes. Each region change is noted by a marker on the R time line.

L indicates the insertion and deletion of Linker animations in the show.

All four time lines are linked to the SHOW TIME CLOCK which displays the current time position within the show. The time is displayed as minutes: seconds: 1/60th second units. The UP and DN options next to the clock allow you to move the clock forward or backward to locate a specific point in the show. All four time lines move in synchronization with the time clock. The GMTR/L time lines display the events within any 30 seconds of time in a show.

To Clear the time stream of DEMO ONE show but use its shape, object and animation libraries to create a new show:

5. Select NEW to clear DEMO ONE's GMTR/L time lines. Use NEW to clear the show and performance time lines to begin a new show. NEW clears the current show time lines but does not clear the contents of the libraries.

To load a shape, object or animation into the time stream of a show or performance, you must select either GO, G, PSR, MO, M, SVE, T, SPEED, or LINK in the library area, and then select a shape, object or animation from the inverted numbers on the library list.

See page 6 of the TR Manual for a listing of these symbols and their meanings.

See page 37 of the TR Manual for an explanation of the shape, animation and object libraries.

To Add Graphic Objects to the show and How To Use Run Mode:

6. Select GO on the R S P G GO line in the library area. This brings the Graphic Object library to the library grids. Notice several of the numbers are inverted indicating a Graphic Object is stored at that location. See pages 12 and 17 in the TR Manual for description of R S P G GO.
7. Select the inverted number 1 on that library grid.
Selecting an inverted number accesses the graphic object at that location so it can be loaded into the time stream of the show. After selecting Go and 1, drop the menu (press the pad button).

8. Move the cursor to the middle of the screen, press the trigger. The graphic object will appear at that point on the screen. The object does not execute its animations until Run Mode, Step Mode or Run Show is selected.
9. Raise the menu and look at the G time line (in the GMTR/L area) and notice there is a marker 1 at the beginning of the time line. The 1 indicates an event beginning at that point in the show. In this case, indicating the insertion of graphic object number 1 into the show.
10. Select RUN MODE, the menu drops and the object begins its animation sequences. See the RUN MODE and STEP MODE descriptions on page 11 of the TR Manual. The trigger in Run Mode is a continuous on/off toggle.
11. Press the trigger and the show stops, press it again and the show runs.
12. Press the pad button to stop the show, raise the menu and return to the Show Editor.
13. If GO is still inverted in the libraries area, you can select another Graphic Object from the library grid without selecting GO again, if not select GO.
14. Move the cursor over the inverted number 2 on the library grid, press the trigger. The menu must be dropped (press the pad button). Move the cursor to the center of the screen, press the trigger. Two graphic objects are now on the screen.
15. Raise the menu and look at the G time line. There is a 1 marker on the time line. The 1 marks another event in the time stream. In this case, indicating the insertion of the second graphic object into the show.
16. Select RUN MODE, the menu drops and the 2 objects animate.

To Add music to the show:

We are going to add 2 voices of music to this show. First note shapes will be inserted and then animations added while the note shapes are playing.

17. Raise the menu to stop the show.
18. Select the M on the S V E M MO line in the libraries area. This brings the Music Note Shape library to the library grid. Select M, not MO, since we need the basic note shapes, not the animated note objects.
See pages 12 and 18 in the TR Manual for description S V E M MO.
19. The default setting of the four music voices is all voices active. In order to select voice 1, voices 2, 3 and 4 must be turned off. Move the cursor over 2, 3 and then 4, press the trigger over each number. This will leave only voice 1 inverted, indicating it is the voice you can edit. Inverted ALL 1 2 3 4 numbers indicate the voices that any library or cursor actions effect.
See page 24 of the TR Manual for an description of ALL 1 2 3 4.
20. Select inverted library number 1. Only the first note of the shape will sound. One of the three run modes must be selected to continue the show.
21. Select Run Mode, to continue the show.

To Add a second music note shape to the show:

22. Raise the menu to stop the show. The last note played in voice 1 will continue to sound until one of the three run modes is selected.
23. Select voice 2 from the All 1 2 3 4 area of the library. Turn the edit status of voice 1 off and turn voice 2 on.
See number 18 above.

24. Select inverted library number 2. Both the last note played in voice 1 and the first note of voice 2 will sound.
25. Select Run Mode, to continue the show.

Continue to add note shapes to the show by repeating the above procedures: (22 -25). Be sure to select ALL 123 or 4. Two animated graphic objects and two voices of music have been inserted into your show.

To Add Animations to the music note shapes:

26. Raise the menu to stop the show.
27. Move the cursor over E on the S V E M M O line. Selecting E brings the Envelope Animation library to the library grid.
See pages 50 and 18 in the TR Manual for description of Envelope Animation.
28. Voice 2 should still be inverted in the ALL 1 2 3 4 area, if not, select 2.
29. Select inverted library number 1. Voice 2 will execute an Envelope with a sharp attack, when a run mode is selected.
30. Before selecting Run Mode, add an Envelope to voice 1.
Select voice 1.
31. Select the inverted library number 2 from the library grid. Voice 1 will execute an envelope with a gradual attack when a run mode is selected.
32. Select Run Mode, to continue the show.

Continue to add Shift or Volume animations by repeating the above procedures: (26 - 32). Use S or V instead of E, to bring the Shift or Volume library to the library grid.

To Delete graphic objects from the show and To add new ones:

33. Raise the menu to stop the show.
34. Move the cursor over Delete Object, press the trigger. The menu drops and the (two) graphic objects are on the screen.
See page 10 of the TR Manual for an explanation of Delete Object.
35. Move the cursor to the middle of one of the objects, press the trigger. The object will disappear.
36. To add a new Graphic Object: raise the menu, move the cursor over GO, press the trigger.
37. Select number 3 from the inverted library grid. Drop the menu.
38. Move the cursor to the middle of the screen, press the trigger. Graphic Object number 3 will appear.
Move the cursor to another position on the screen, press the trigger. Graphic Object number 3 appears each time you press the trigger.
Up to 11 animated Graphic Objects can be on the screen at the same time (8 geometric and 3 sprites).
See pages 52 and 17 of the TR Manual for discussion of the Graphic and Graphic Animation Editors.

Continue to add and delete Graphic Objects by repeating the above procedures: (33 - 38).

To Stop One of the Animations of a Graphic Object:

39. Raise the menu to stop the show.
40. Select Stop Animation.
See page 11 of the TR Manual for an explanation of Stop Animation and Stop Graphic Animation.
41. You must select the type of graphic animation you want to stop. Move the cursor over P S or R, on the R S P G GO line (P is Path, S is Scale, R is Rotate), press the trigger. The menu drops.
See the discussion of Graphic Animation Editors on page 57 of the TR Manual.
42. Move the cursor to the middle of one of the Graphic Objects executing the animation (P S or R) you selected, press the trigger. The animation will stop.

Continue to Stop Animations by repeating the above procedures: (39 -42).

To Add a Graphic Region to the show:

43. Raise the menu to stop the show.
44. Select R on the Speed, Link, R line of the libraries area to bring the Region library to the library grid. See page 65 of the TR Manual for an explanation of the Regions Editor; page 66 for an explanation of Color Palette Editor; and page 67 for an explanation of the Graphic Palette Editor.
45. Move the cursor over the inverted number 2 on the library grid, press the trigger. The menu drops and the new color graphic region appears. All the graphics continue to execute their animations in the new color palette region.

Continue to change the Region by repeating the above procedures: (43 - 45). There are Text areas in some of the Regions; how to insert Text and Text Regions into the show will be discussed later.

To Add Speed Patterns to Graphic, Music and Text Animations and to Music Note Shapes:

46. Select Speed on the Speed, Link, R line of the libraries area.
See page 13 of the TR Manual for an explanation of Speed; page 18 for a description of inserting Speed animations into a show; and page 29 for a discussion of the Speed Editor.
47. After selecting Speed, the shape or animation you want to effect with the new Speed pattern must be selected.
Speeds can only be inserted into R S P, V S M, and T. Speeds can not be inserted into: G (Graphic shape), GO (Graphic Object), MO (Music Object), E (Envelope), or Link (Linker). If you select one of the Music shapes or animations (V S M), you must also select the voice(s) (ALL 1 2 3 4) you want the new speed to effect.
48. In Music (V S M): selecting an inverted library number immediately executes the Speed pattern stored at that location in the voice(s) you selected.
In Graphics (P S R): after selecting an inverted number from the library grid, drop the menu. Move the cursor to the Graphic Object on the screen containing the P S or R animation you want to add the Speed pattern to, press the trigger. The selected animation executes the new

Speed pattern immediately.

In Text (T): after the selection of an inverted library number, the menu drops. Move the cursor to the Text area on the screen containing the Text you want to scroll in the new Speed pattern, press the trigger. (No text has been inserted into this show, this information will be appropriate later).

Continue to insert Speed patterns by repeating the above procedures: (46 -48).

To Use Step Mode to move through the show in programmable increments and add another Music Note shape:

49. Raise the menu to stop the show.
50. Select Step Mode. The menu will drop. Each time you press the trigger, the show will advance by the default Step Increment of 1/10th of a second. Press the trigger several times to advance the show by the 1/10th of a second Step Increment. We are using the Step Mode function as an example of how to advance in specified increments through the show to a point where we want to insert a note shape.
See page 11 of the TR Manual for an explanation of Step Mode; and page 10 for a description of how to change the Step Increment up to a maximum of 1 second.
51. Raise the menu. Select a music voice. Select M. Select an inverted library number. Select Step Mode. The selected voice will execute the selected library shape. Press the trigger several times.

Continue to use Step Mode to move through the show. Insert or delete shapes, animations and objects by following the above procedures.

To Add Linker Animations to the show:

52. Raise the menu. Select Stop, on the top line.
See pages 32 through 37 of the TR Manual for an explanation of Linker Animation procedures.
53. Follow the Delete Graphic Object procedures (34 - 65) to remove all the Graphic Objects from the screen. You are removing all the Objects from the show to get a clear view of the effect of the Links. The graphic objects will be inserted back into the show under the control of a Linker animation.
54. Stop all the Music animations:
Select Stop Animation
Select All
Select S (Shift)
Select V (Volume)
55. Move the cursor over LINK, (on the Speed, Link, R line), press the trigger. This will bring the Linker Animations to the library grids. Move the cursor over inverted library number 1, press the trigger.
56. To insert Graphic Objects into the Linker Slots:
Select GO
Select inverted library number 1

Move the cursor over the first box (Slot) on the GEO line, press the trigger. The menu drops. Move the cursor to the upper left side of the screen, press the trigger, the Object appears. See the discussion of Slots in the TR manual on pages 12 and 22.

57. Raise the menu.

Select inverted library number 2.

Move the cursor to the second box (Slot) on the GEO line, press the trigger. The menu drops.

Move the cursor to the middle of the screen, press the trigger, the 2nd Object appears.

58. Select Run Mode. The menu drops and the music begins to play without animations. The Graphic Objects will not animate until the controlling shift and volume animations are applied to the music.
59. Raise the menu.
60. To cause a Shift animation in voice 1 to control the Path of GEO 1: Select music voice 1.
61. Select S (Shift).
Select inverted library number 1. This action causes Shift pattern number 1 to be assigned to music voice number 1. In the Linker Animation of this Demo library, the Shift of music voice 1 is the controller of the Path of GEO 1.
62. Drop the menu. GEO 1 (the Graphic Object in the upper left) is moving in synchronization to the Shift of Music Voice 1.
63. To cause a Volume animation in voice 2 to control the Scale of GEO 2: Select music voice 2.
64. Select V (Volume).
Select inverted library number 1. This action causes Volume pattern number 1 to be assigned to music voice number 2. In the Linker Animation, the Volume of music voice 2 is the controller of the Scale of GEO 2.
65. Drop the menu. You will see that GEO 2 (the Graphic Object in the middle) is scaling in synchronization to the Volume of Music Voice 2.

Repeat procedures (53 - 65) to add V (Volume to voice 1 and S (Shift) to voice 2. Experiment by adding Graphic Objects to the remaining GEO and SPR slots, and by adding S and V patterns to voices 3 and 4.

Linker Animation 1 has the following settings: in voice 1: Shift = Path, Volume = Scale; in voice 2: Shift = Path, Volume = Scale; in voice 3: Volume = Path, Volume = Scale , Shift = Rotation, in voice 4: Volume = Path, Shift = Rotation.

To Add Background Graphics to the show:

66. In this Demo, the non-animated, filled Background Objects are on page 2 of the GO library. Move the cursor over number 2 of the 1 2 library page selector, press the trigger. The number 2 inverts and the second page of the library grids for GO appears.
67. Select inverted library number 1.
Drop the menu. Moved the cursor to the middle of the screen, press the trigger. The background Object stored in that location appears.
68. To add multiple images of that background Object, move the cursor around the screen, press the trigger. To add other background Objects, raise the menu and select other inverted numbers from page 2 of the library, drop the menu and insert them as above.

To Delete Background Graphic Objects from the show:

69. Raise the menu. Select DEL BKG. The menu drops.
Place the cursor near the center point of the Background Object you want to remove, press the trigger.

To Add a Text Region and Text to the show:

70. To insert a Region that contains text areas:
Select R (on the Speed, Link, R line).
Select inverted number 9 from the library grid.
The menu drops revealing the new Region and color palettes. The graphics and music continue to run.
See pages 65 - 72 of the TR Manual for an explanation of Regions, Color Palettes and the Text Editor.
71. Raise the menu.
Select T (on the 1 2 3 4, T line).
Select inverted number 1 from the library grid. The menu drops. Move the cursor to the Text area of the region, press the trigger. The Text will appear.
The Text area of a Region has no graphic objects visible in it.

To Remove the Text and Text Region:

72. To remove a Text and Text Regions from the show it is only necessary to select another Region:
Select R (Region) (on the Speed, Link, R line).
Select inverted library number 1. The menu drops revealing the new Region.

To Jump to the beginning of the show you just made:

73. See page 9 of the TR Manual for a complete description of the Show Time and Jump clock.
Set the SHOW TIME CLOCK to 00:00:00.
Select JUMP. A prompt appears asking you to be patient. A jump to the beginning is quick. Long jumps can take longer. Keep your Jumps short.

To Run the show you just made:

74. Select Run Show on the top line of the Show Editor.
The menu drops and the show runs.

To Save the show you just made:

75. Select Show Library on the bottom line of the Show Editor.
Depending on your initial Configuration settings this will take you to the Show Library areas on the reverse side of the master disk or to another formatted blank storage disk.
See the discussion of saving and loading shows in the Show Library section of the TR Manual on pages 14 - 16.
76. When the Show Library menu appears, Select Save.
Use the computer keyboard to type a title for the show of up to 11 characters, press RETURN.
77. The Show Library menu reappears. Select Exit to Show Editor.

PART TWO

CREATING NEW SHAPES, ANIMATIONS AND OBJECTS

HOW TO SAVE SHAPES:

1. After you have drawn some graphics or note shapes, raise the menu (press the pad button). Move the cursor over Save (for Graphics), or To Library (for Music), press the trigger to get to the appropriate library.
In the Music library, select 1 2 3 or 4 on the bottom of the menu to indicate which voice you want to save.
Shapes must be saved before they can be taken to an animation editor or they will be lost. There are two types of libraries: shape (SHPLIB) and object (OBJLIB); be sure SHPLIB (Shape Library) is inverted when saving shapes.
2. Move the cursor over an non-inverted number on the library grid press the trigger.
See the description of the Shape (SHPLIB) and Object (OBJLIB) Libraries on page 37 of the TR Manual.
3. In music: Move the cursor over Exit, press the trigger to return to the Editor. Then you can take your note shape to the Shift, Volume or Envelope animation editors.
In graphics: Move the cursor over Path, Scale or Rotate, press the trigger to access the graphic animation editors.

Remember to save each animation in its library before going to the next animation editor, or before returning to the main editor or it will be lost.

HOW TO SAVE ANIMATIONS:

1. After you have drawn and saved some graphic or note shapes, and animated them in one of the animation editors: move the cursor over Save or To Library.
2. Move the cursor over an non-inverted number on the library grid, press the trigger.

Once animations have been saved, you can go to any of the other animation editors. Remember to save each animation in its library before going to the next animation editor or it will be lost.

See the description of the Shape (SHPLIB) and Object (OBJLIB) Libraries on page 37 of the TR Manual.

HOW TO SAVE OBJECTS:

1. After you have drawn and saved some graphic or note shapes, and made and saved one or more animations; Exit from the last animator to the Music or Graphic editor.
2. Move the cursor over TO LIBRARY or SAVE, press the trigger.
3. Move the cursor over OBJLIB, press the trigger.
SHP changes to OBJ when toggled.
4. Move the cursor over an non-inverted number on the library grid, press the trigger.
See the description of the Shape (SHPLIB) and Object (OBJLIB) Libraries on page 37 of the TR Manual.

HOW TO MAKE NOTE SHAPES:

1. Move the cursor over MUSIC on the bottom of the Show Editor screen, press the trigger. When you press the trigger, the Music Editor is loaded from the disk (or if you have an Atari 130XE, from the RAM disk). Four staves and a cross-hair cursor will appear.
2. Move the cursor so it lines up on one of the lines or spaces on any staff and press the trigger. Notes play immediately. Notes at the top of a staff are the highest; notes at the bottom of a staff are the lowest.
Press the trigger once: move the cursor to another position on the staff: press the trigger again. You are drawing notes in the default rhythm value of 1 quarter note.
Notes are continuously drawn as long as the trigger is pressed.
3. To start over and make a new note shape, raise the menu and move the cursor over NEW, press the trigger. The menu drops, move the cursor to any staff and draw new notes. Draw notes on all the staves, they will all continuously loop.
To draw notes in different rhythms: see page 42 of the TR Manual.
To change clef: see page 42 of the TR Manual.
To change sharps, flats or natural incidentals see: page 43 of the TR Manual.
To insert rests: see page 42 of the TR Manual.
To change to Move, Replace, Insert or Delete status: see page 41 of the TR Manual.

HOW TO MAKE ENVELOPES

1. After you have drawn notes and saved them to the SHPLIB (shape library), move the cursor over ENVELOPE, press the trigger. The Envelope Editor is a single staff with composition icons.
Be sure you have selected 1 2 3 or 4 from the EDIT 1 2 3 4 line to indicate the voice the envelope will effect.
2. Move the cursor so it lines up on one of the lines or spaces on the staff, press the trigger. Envelope immediately effects the notes.
The positions on the top of the staff are the sharpest attack. The position at the bottom of the staff is silence, the position directly above the bottom line is the most gradual attack.
Move the cursor to another position on the staff: press the trigger again. You are drawing envelope values in the default rhythm value of 1 quarter note.
Note shapes representing the envelope parameters are drawn as long as the trigger is pressed.
3. Be sure to save your animation in its library before exiting an animation editor or it will be lost.

For complete description of Envelope Animation: see page 50 of the TR Manual.
To write Envelopes in different rhythms: see page 42 of the TR Manual.
To change to Move, Replace, Insert or Delete status: see page 41 of the TR Manual.

HOW TO MAKE VOLUME ANIMATIONS

1. After you have drawn notes and saved them to the SHPLIB (shape library), move the cursor over VOLUME, press the trigger. The Volume Editor is a single staff with composition icons.
2. Move the cursor so it lines up on one of the lines or spaces on the staff, press the trigger.

Volume immediately effects the notes.

The rhythms used in the volume animations determine how much of the original note shape is executed at each volume level.

For example: if the original note shape is 4 sixteenth notes, and the volume animation note value is 1 quarter note: then the original pattern will execute all 4 notes at the same volume.

However, if the volume animation note value is eighth notes, only 2 of the original notes will execute at each drawn volume. The position on the top of the staff is the loudest volume. The position at the bottom of the staff is silence, the position directly above the bottom line is the softest volume.

Move the cursor to another position on the staff: press the trigger again. You are drawing volume values in the default rhythm value of 1 quarter note.

Note shapes representing the volume parameters are drawn as long as the trigger is pressed.

3. Be sure to save your animation in its library before exiting an animation editor or it will be lost.

For a description of Volume Animation: see page 48 of the TR Manual.

To write Volume in different rhythms: see page 42 of the TR Manual.

To change to Move, Replace, Insert or Delete status: see page 41 of the TR Manual.

HOW TO MAKE SHIFT ANIMATIONS

1. After you have drawn notes and saved them to the SHPLIB (shape library), move the cursor over SHIFT, press the trigger. The Shift Editor is a single staff, with the composition icons.
2. Move the cursor so it lines up on one of the lines or spaces on the staff, press the trigger. Shift immediately effects the notes.

Shift Animations are drawn the same way as the notes shapes.

Each shift note drawn will become the starting note for each successive loop of the original note shape.

The rhythms used in the shift animations determine how much of the original note shape is executed in each loop.

For example: if the original note shape is 4 sixteenth notes, and the shift animation note value is 1 quarter note: then the original pattern will execute all 4 notes before the shift animation transposes it to another starting note.

However, if the shift animation note value is eighth notes, only 2 of the original notes will execute before transposing to the next shift note.

The positions on the top of the staff are the highest notes. The position at the bottom of the staff are the lowest.

Press the trigger once: move the cursor to another position on the staff: press the trigger again. You are drawing shift animation values in the default rhythm value of 1 quarter note.

Note shapes representing the shift parameters are drawn as long as the trigger is pressed.

3. Be sure to save your animation in its library before exiting an animation editor or it will be lost.

For complete description of Shift Animation: see page 47 of the TR Manual.

To write Shifts in different rhythms: see page 42 of the TR Manual.

To change to Move, Replace, Insert or Delete status: see page 41 of the TR Manual.

HOW TO MAKE GRAPHIC SHAPES

Two types of graphic shapes can be created with Desk Top Performance Studio: geometric shapes and sprite shapes. The maximum number of animated shapes allowed on the screen at any one time is 11: 8 geometric and 3 sprites. There can also be 16 unanimated, filled or unfilled background objects on the screen, for a total of 27 graphic images.

See pages 52 - 55 of the TR Manual for a description of Geometric and Sprite drawing.

Geometric shapes are line drawings of boxes, triangles, and irregular shapes such as cars, clouds, and figures. Unfilled geometric shapes can have up to 3 colors and can be animated by path, scale and rotation.

Sprites are player/missile graphics. These can be filled or unfilled, and when animated, move faster than geometric shapes.

Red sprites have screen priority.

1. Select GRAPHIC on the Show Editor.
2. Select GEOMETRIC or SPRITE.
3. Select one of the default drawing colors. You have 3 options, displayed on the first row of the screen: C1 is green, C2 is yellow and C3 is light blue. You can change colors at any time.
4. Select the BOX, LINE or LINES drawing command.
The BOX command is used to place squares and rectangles on the screen.
The LINE command is used to create a single straight line.
The LINES command is used to draw a series of lines where the end point of one line becomes the starting point of the next line.
See page 54 - 55 of the TR Manual for a description of Box, Line and Lines.
5. The menu drops and a blank screen appears.
6. Move the cursor to the point on the screen where you want to start drawing and press the trigger.
The first point drawn is the center point of the shape. Move the cursor a short distance from the starting point and notice that a preview box or line appears to show you what the shape will look like if you choose it. If you move the cursor far away from the starting point, the box or line extends only part way towards the cursor. The limit to the length of a single line is 40 pixels. If you want lines longer than 40 pixels in length, construct them from several shorter lines.
7. Move the cursor to the next desired point on the screen, press the trigger.
Keep drawing and experimenting, when you have drawn a shape to the maximum size the program allows, the menu pops up.
To draw a curve, use a series of very short lines.
8. Raise the menu. Save the shape.
Move the cursor over Save, press the trigger. Move the cursor over a library number, press the trigger.
If you select an inverted library number, the previous data stored at that location is replaced by the new data and the previous data is lost.

HOW TO MAKE PATH ANIMATIONS

The Path Animation Editor is used to draw the motion paths that a graphic shape will follow. The center point of the graphic shape will be positioned on the shape of the path during the animation.

To get to an animation editor a graphic shape or object must be loaded into the Graphic Editor.

See pages 57 - 60 of the TR Manual for a description of the Path Animation Editor.

1. Select a draw command (BOX, LINE, LINES). The menu drops and the shape you entered the path editor with is on the screen.
2. Place the cursor in the center of the screen and press the trigger. This is the starting point for the Path animation; and the starting point for the shape as it is animated along the path.
3. As you move the cursor around, a preview of the box or line appears on the screen. Continue to move the cursor and press the trigger to draw the path shape. Raise the menu.
4. Select RUN. The menu drops and the shape moves along the path.
5. Raise the menu and save the Path.
Move the cursor over Save, press the trigger. Move the cursor over a library number, press the trigger.
If you select an inverted library number, the data stored at that location is replaced by the new data and the previous data is lost.
6. Select Exit to Graphic Editor.
To Save the shape and its path animation as an Object: Select Save. Toggle the SHPLIB and OBJLIB commands until you see OBJLIB. Move the cursor over a library number, press the trigger. If you select an inverted library number, the data stored at that location is replaced by the new data and the previous data is lost.

To change the speed of your animation: Select Set Speed. See pages 29 - 32 of the TR Manual to find out how to change the loop/speed increment count for your animation.

See page 37 - 38 of the TR Manual for an explanation of Shape, Animation and Object Libraries.

HOW TO MAKE SCALE ANIMATIONS

The Scale Animation Editor is used to create sequential size changes for graphic shapes. The center point of the graphic shape is the point from which the shape grows or shrinks during the animation.

To get to an animation editor a graphic shape or object must be loaded into the Graphic Editor.

See pages 60 - 62 of the TR Manual for a description of the Scale Animation Editor.

1. Select Draw Scale Sequence. The menu drops and the shape you entered the editor with is on the screen.

2. The cursor appears in the center of the screen. Move the cursor up to make the shape larger; move the cursor down to make the shape smaller.
3. Raise the menu.
4. Select RUN. The menu drops and you will see the shape execute the scale sequence.
5. Raise the menu and save the Scale animation.
Move the cursor over Save, press the trigger. Move the cursor over a library number, press the trigger.
If you select an inverted library number, the data stored at that location is replaced by the new data and the previous data is lost.
6. Select Exit to Graphic Editor.
To save the shape and its scale animation as an Object: Select Save. Toggle the SHPLIB and OBJLIB commands until you see OBJLIB. Move the cursor over a library number, press the trigger. If you select an inverted library number, the data stored at that location is replaced by the new data and the previous data is lost.

To change the speed of your animation: Select Set Speed. See pages 29 - 32 of the TR Manual to find out how to change the loop/speed increment count for your animation. See page 37 - 38 of the TR Manual for an explanation of Shape, Animation and Object Libraries.

HOW TO MAKE ROTATION ANIMATIONS

The Rotation Animation Editor is used to make a graphic shape spin around its center point. The center point is the first point drawn in the original shape.

See pages 62 - 64 of the TR Manual for a description of the Rotation Animation Editor.

1. Select Draw Rotation Sequence. The menu drops and the shape you entered the editor with is on the screen.
2. The cursor appears on the screen. Move the cursor to the left to make a clockwise rotation of the shape; move the cursor to the right to make a counterclockwise rotation of the shape.
3. Raise the menu.
4. Select RUN. The menu drops and you will see the shape execute the rotation sequence.
5. Raise the menu and save the Rotation.
Move the cursor over Save, press the trigger. Move the cursor over a library number, press the trigger. If you select an inverted library number, the data stored at that location is replaced by the new data and the previous data is lost.
6. Select Exit to Graphic Editor.
To save the shape and its rotation animation as an Object: Select Save. Toggle the SHPLIB and OBJLIB commands until you see OBJLIB. Move the cursor over a library number, press the trigger. If you select an inverted library number, the data stored at that location is replaced by the new data and the previous data is lost.

To change the speed of your animation: Select Set Speed. See pages 29 - 32 of the TR Manual to find out how to change the loop/speed increment count for your animation.

See page 37 - 38 of the TR Manual for an explanation of Shape, Animation and Object Libraries.

HOW TO MAKE TEXT

Text can only be displayed in text regions in a show.

The text object editor only accepts input from the keyboard, other input devices are deactivated while in this editor. The text editor is accessed by selecting Text on the bottom line of the Show Editor. A blank screen appears and you can type a text object on the keyboard.

To Save Text:

1. Press the ESC key. Press S (Save).
2. Use the arrow-cursor keys to move the cursor to a non-inverted number in the library area, press return.

If you select an inverted library number, the data stored at that location is replaced by the new data and the previous data is lost.

To Load Text:

1. Press the ESC key. Press L (Load).
2. Use the arrow-cursor keys to move the cursor to an inverted number in the library area, press return.

To Clear the Text screen:

1. Press the ESC key. Press C (Clear).

To Exit from the Text Editor:

1. Press the ESC key. Press E (Exit). This takes you back to the Show Editor.

Keyboard command summary:

CTRL- DELETE	Delete current character
DELETE	Delete previous character
CTRL UP ARROW	Cursor up
CTRL DOWN ARROW	Cursor down
CTRL LEFT ARROW	Cursor left
CTRL RIGHT ARROW	Cursor right
CTRL U	Page up
CTRL D	Page down
CTRL T	Top of text
CTRL B	Bottom of text
CTRL F	Move to first character of screen
CTRL L	Move to last character of screen
CTRL I	Insert mode or overwrite toggle
ESC C	Clear all text from the object editor
ESC E	Exit to the show editor
ESC L	Load text from the library
ESC S	Save text to the library

HOW TO MAKE TEXT SCROLL IN A SHOW

Text objects scroll from the bottom right corner of the Text area of a region to the top left corner of the same area.

When text is inserted into a show it will appear stationary until a Speed pattern is applied to make it scroll.

1. Follow the procedures above (70 - 71) to insert a Text Region and Text into the show.
2. Select SPEED.
Select T.
Select an inverted number from the library grid, the menu drops.
Move the cursor over the Text area you want to Scroll in that Speed, press the trigger. The Text will begin to scroll in the loop/speed/increment settings of the inserted Speed animation.

See pages 29 - 32 of the TR Manual for an explanation of the Speed Editor.

HOW TO MAKE GRAPHIC AND TEXT REGIONS

The Region Editor is used to create up to 8 intermixed text and graphic areas on a single screen. Regions occupy the entire horizontal width of the screen. These areas can display either text or graphics. No single region area can display both text and graphics at the same time. Use the Region Editor to specify the size and type of region areas you want in your show.

If you fail to specify regions for your show, the default screen is dedicated to graphics. You must have at least one text area in your region to display text in a show.

To Make a Text Area of a Region:

1. Select REGION on the Show Editor menu.
2. Select MAKE TEXT REGION in the Region Editor.
3. The editor screen will disappear.
Move the cursor to the point on the screen where you want the top of your text area to appear and press the trigger.
4. Move the cursor down a short distance, to where the bottom of the text area will appear and press the trigger. The grey area on the screen is the Text area of the Region.

Your region screen now contains 1 small text area and 2 graphic areas. Any area not specified is a graphic area. You can have up to 8 areas on a screen.

To make a Graphics Area of a Region:

1. Select REGIONS on the Show Editor menu.
2. Select MAKE GRAPHIC REGION in the region editor.
3. The menu drops. Move the cursor to the point on the screen where you want the top of your graphic area to appear and press the trigger.
4. Move the cursor down a short distance, to where the bottom of the graphic area will appear and press the trigger once more. The areas defined by the two lines on the screen are the 3 Graphic areas of the Region.

HOW TO MAKE GRAPHIC AND TEXT COLOR PALETTES

1. After you have made or loaded a region into the Region editor: Select SET PALETTE.
2. The region will appear.
To access the Graphic Palette Editor, place the cursor in any graphic area of the region and press the trigger.

Graphic palette editor:

Use the Graphic Palette Editor to select a color palette for each graphic area of a region. The selection of a color palette effects the colors of sprites, geometric objects and the backgrounds. Graphic objects inserted into a multi-color region automatically change color as they enter or leave the graphic areas of the region.

At the top of the Graphic palette editor screen are the 6 color bars and the background color currently in use. Below the color bars is the Current Palette List which lists the colors, shown in the color bars, according to color type, color name, and luminescence number. For example, SPR 1 Green 5 means that green with luminescence 5 is the current color for Sprite 1.

Each color has a luminescence level, which may range from 1 to 8. Luminescence is the degree of brightness. A luminescence number of 1 is dark, 8 is bright.

The Current Palette List has 3 sprite colors (SPR), 3 geometric colors (GEO), and 1 background color (BACK).

To change the graphic color palette:

1. Select GEO 1 2 or 3, or one of the color bars.
2. Select a different color from the color editor list.
Both the color bars and the current palette list change to indicate the new color.

To change luminescence:

1. Move the cursor over a luminescence number and press the trigger.
Both the color bars and the current palette list change to indicate the new luminescence.

Both graphic and text color palettes can be set by lowering the menu and pressing the trigger when the cursor is in the area you want to set.

When you have completed the selection of color palettes, Select EXIT and save the color palettes in the Region Editor Library or they will be lost.

Setting a color palette for a text region:

1. After you have made or loaded a region into the Region editor: Select SET PALETTE.
2. The region will appear.
To access the Text Palette Editor, place the cursor in any text area of the region and press the trigger.

A sample text area (ABCDEFGHIJKLMNOPQRSTUVWXYZ) is shown at the top of the screen. Below the sample is a Current Color List which displays the type, color and luminescence

number for the character, background and border colors.

For example, Character blue 3 means that blue with a luminescence of 3 is the color of the text characters.

The Current Color List lets you choose the color of the text region's background color, character color, and border color for each text area of the region.

To change the background and character colors:

1. Select the BACKGROUND or CHARACTER.
2. Move the cursor to the Color Editor and select a new color.
The current color list and the sample text area reflect the new color.

To change the luminescence level of the characters:

1. Move the cursor to the luminescence area and select a new number.
The current color list and the sample text area reflect the new color.

When you have completed the selection of color palettes, Select EXIT and save the color palettes in the Region Editor Library or they will be lost.

HOW TO USE THE LIVE PERFORMANCE EDITOR TO MAKE A NEW SHOW FROM THE LIBRARIES OF DEMO ONE:

1. Load DEMO ONE from the reverse side of the master disk. (See 1-3)
2. Select Live Performance (on the Run Show, Live Performance, New Stop line) of the Show Editor.
See pages 19 - 30 of the TR Manual for a discussion of the Live Performance Editor.
3. Select New. to clear the time streams but leave the libraries intact.
4. The insertion and deletion procedures outlined above (6 - 75) are the same for the Show Editor and the Live Performance Editor.
There are no Run and Step modes. These are replaced by Pause On and Pause Off. See page 21 of the TR Manual for explanation of Pause ON/OFF.
Portions of your performance can be recorded.
See page 21 of the TR Manual for a description of Record ON/OFF.
5. In the middle of the Live Performance menu is the PLAY 1 2 3 4 and Edit 1 2 3 4 line.
Play ALL 1 2 3 4 determines which music voices you are hearing.
Edit ALL 1 2 3 4 determines which voices you will effect by changes to the library grids, the live cursor (CURS) and the live transposition (TRANS), speed (SPEED) and volume(VOLUME) settings, as well as changes in key (MA, NM, HM, CH, WT, PT, B1, B2).

See pages 24 - 26 of the TR Manual for explanations of the Play, Edit, Trans, Volume, Speed and Key commands.

See pages 27 - 29 of the TR Manual for a complete description of how to insert shapes, objects and animations in to the performance.

See pages 29 - 32 of the TR Manual for a discussion of how to use the Speed Editor.

See pages 32 - 37 of the TR manual for a discussion of how to use the Linker Editor.

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HOW TO USE THE LIVE PERFORMANCE EDITOR TO MAKE A NEW SHOW FROM THE LIBRARY OF DEMO TAPES

1. Load the demo tape into the live performance editor. The live performance editor is a program that allows you to edit the demo tape.

2. Select the demo tape that you want to use. The live performance editor will display a list of the demo tapes in the library.

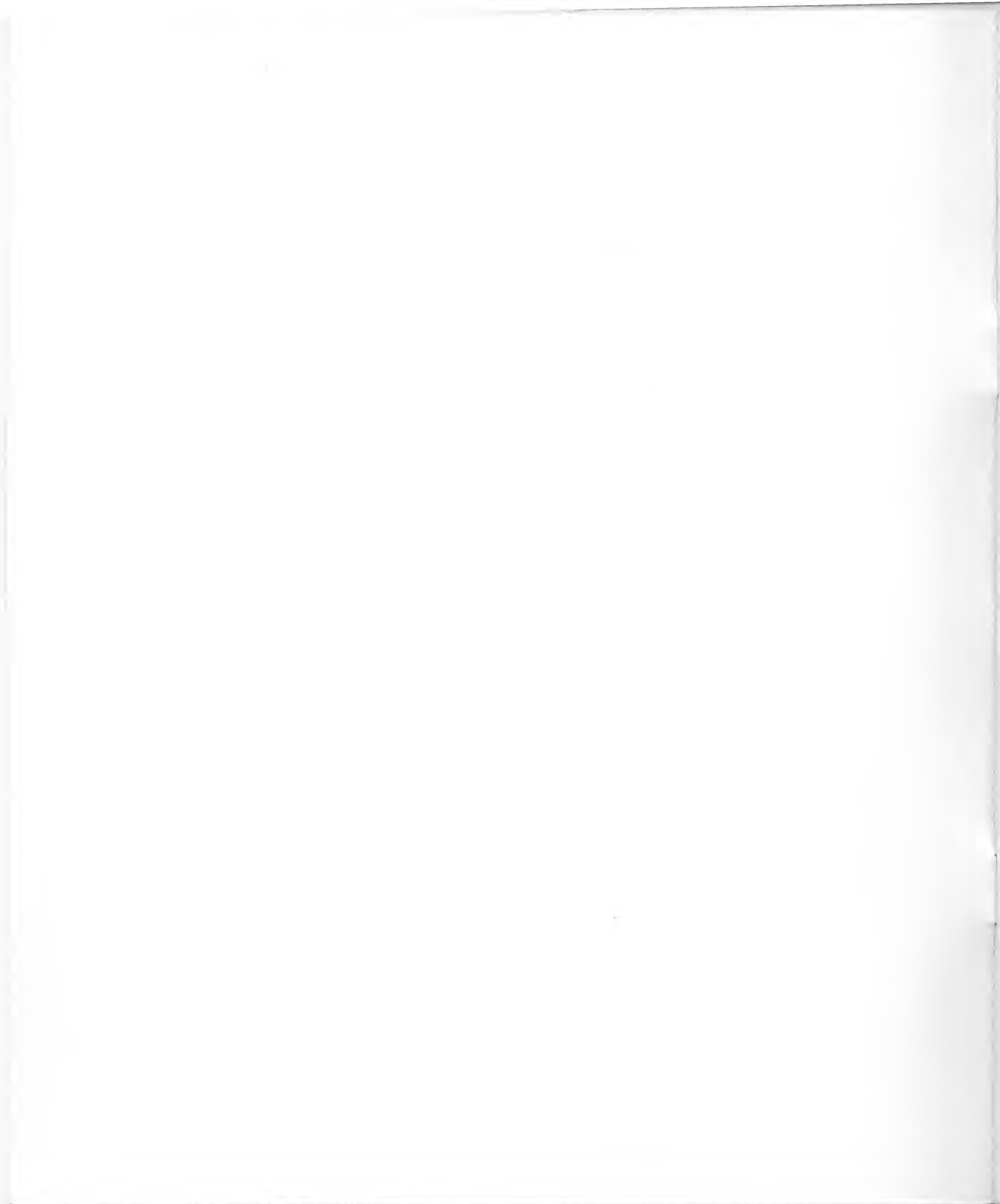
3. Select the demo tape that you want to use. The live performance editor will display a list of the demo tapes in the library.

4. Select the demo tape that you want to use. The live performance editor will display a list of the demo tapes in the library.

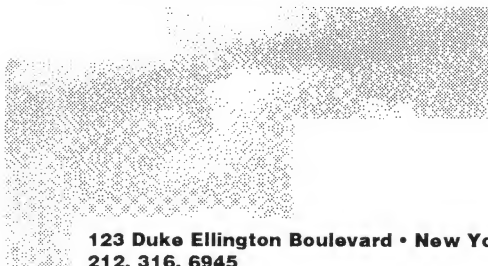
5. Select the demo tape that you want to use. The live performance editor will display a list of the demo tapes in the library.

6. Select the demo tape that you want to use. The live performance editor will display a list of the demo tapes in the library.

7. Select the demo tape that you want to use. The live performance editor will display a list of the demo tapes in the library.



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